Collector's Edition

FORGOTTEN REALMS

ICEWIND DALE II

A BALDUR'S GATE ENGINE ADVENTURE

BLACK ISLE

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FORGOTTEN REALMS

ICEWIND DALE II

Baldur's Gate
ICEWIND
DALE
II
Collector's Edition

ICEWIND DALE II

Collector's Edition

TEEN T
Blood
Mild Language
Use of Alcohol

BioWARE
INFINITY ENGINE

BLACK ISLE STUDIOS

DUNGEONS & DRAGONS

Interplay

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MC-WSB-13364

ICEWIND DALE II

CREATURES

ICEWIND DALE II
MAER DUALDON
LONELYWOOD
KELVIN'S CAIRN
BREMEN
BURIAL ISLE
TERMALAINE
TARGOS
N
W
E
S
ICEWIND PASS
BRYN SHANDER
CAER-KONIG
LAC DINNESHERE
CAER-DINIVAI
SHAENGARNE FORD
EASTHAVEN
WESTERN PASS
GOOD MEAD
REDWATERS
DOUGAN'S HOLE
BLACK ISLE

CE DICE
Dominion

Collector's Edition

ICEWIND DALE II

A BALDUR'S GATE ENGINE ADVENTURE

BLACK ISLE

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Track List

1. Choose your hero
2. Arrival of the docks
3. Skeleton of a town
4. Pallisades under siege
5. The Goblin Hordes
6. The Shaengarne
7. Reclaiming the bridge
8. Fortress of the Hordn
9. Sherincal of the Chimera
10. The Temple of Horil
11. Lysara the Aurilite
12. Limha's Secret
13. The Fellwood
14. Roar of the White Dragon
15. Lair of Horrors
16. Chael of the Black Ravens
17. Return to Kuldahar
18. Battle of the Heartstone
19. The Jungles of Chult
20. Return to Dragon's Eye
21. The Severed Hand
22. Saablic Tan - Red Wizard of Thay
23. Showdown with the Twins
24. BWD2 Main Theme
25. More Trials Await
26. The Town of Lonelywood
27. The Statue of Waukeen
28. Barbarian Battle
29. The Camp
30. Inside the Tent
31. Isle of the Dead
32. Tormented Spirits of the Barrows
33. The Edge of the Gloomfrost
34. The Remorhaz Tunnels
35. The Flowing Caves
36. The Sear Spanks
37. Icasaracht's Lair
38. The Sea of Moving Ice
39. Dragon Battle
40. Heart of Winter Theme

A Stand-Alone Product

BIOWARE™ INFINITY ENGINE

Interplay

TEEN

Blood
Mild Language
Use of Alcohol

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Baldur's Gate
ICEWIND
DALE
II
TEEN
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CONTENT RATED BY
ESRB
CD-W58-1336-3
Bonus Disc
BLACK
ISLE
BioWARE
INFINITY ENGINE

ICEWIND
DALE
BLACK ISLE
Interplay
BioWARE
INFINITY ENGINE
DISC TWO
COMPACT disc
DATA STORAGE
TEEN
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ESRB
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ICEWIND DALE
II
BLACK ISLE
BIOWARE
INFINITY ENGINE
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TEEN
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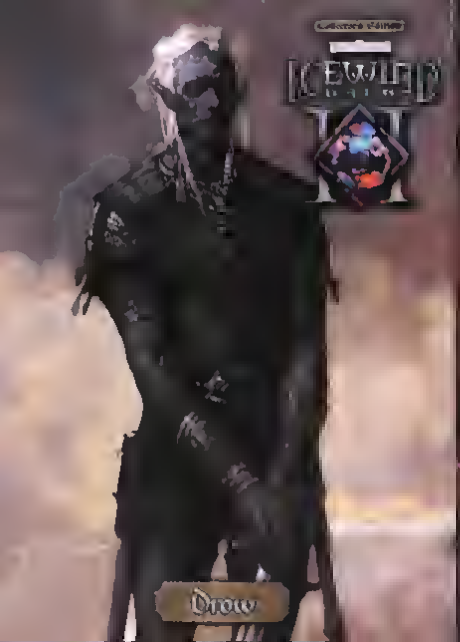
Collector's Edition
ICEWIND DALE
II
Drow

Collector's Edition
ICEWIND DALE
II
Barbarian

Drow, also known as dark elves, are a corrupt and wicked elven offshoot. Many follow the spider goddess Lolth, and their machinations serve to further chaos and destruction. They are proficient with crossbows, usually coated with a potent spider venom.

Favored Class: Wizard (Male) or cleric (female).

Statistic Bonuses: +2 to Dexterity, Intelligence, and Charisma; -2 to Constitution.

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Cunning warriors, barbarians are feared for their ability to drive themselves into a berserker rage, allowing them to become stronger and tougher opponents. Free from constraints of civilization, they are at home in the wilds of the North.

Barbarians have the power to Rage once per day for every four levels in their class. While raging, they gain a +4 bonus to Strength and Constitution, and resistance to mind-influencing spells.

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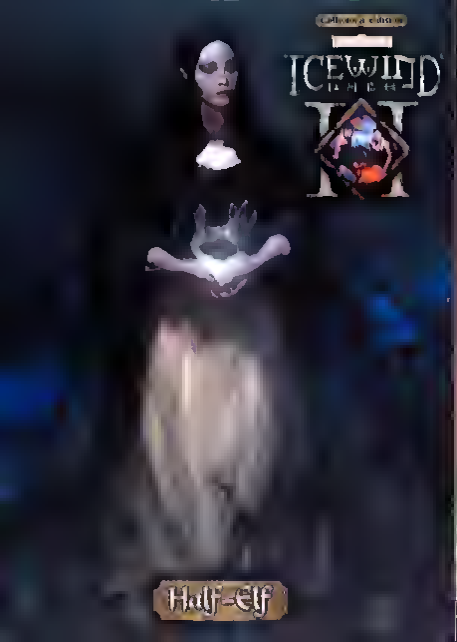
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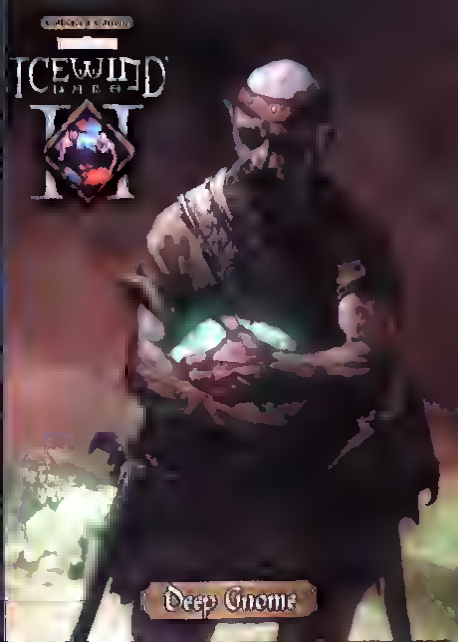
ICEWIND DALE
II
Half-Elf


Collector's Edition
ICEWIND DALE
II
Deep Gnome

Half-elves are the result of the union of an elf and human. While some have found acceptance in human lands, others have yet to find their place in the world, and feel like outcasts their entire lives. Independent and strong-willed, half-elves rarely devote themselves to any leader or set of rules. They are cautious warriors and can easily camouflage themselves from the enemy, firing from cover and retreating before they are found.

Favored Class: Any. Half-elves are extremely versatile and can choose any class they wish to multi-class in without penalty.

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Also called svirfneblin, these distant cousins to the surface gnomes dwell deep within the earth, in the caverns of the Underdark. Deep gnomes have rock-colored skin, wiry physiques, and a passion for precious metals and gems. They make their home in hidden cities, mining in secret to avoid the raiding parties of the dark elves and mind flayers who consider deep gnomes excellent slaves.

Favored Class: Illusionist.

Statistic Bonuses: +2 to Dexterity and Wisdom; -2 to Strength, -4 to Charisma.

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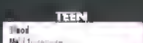
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